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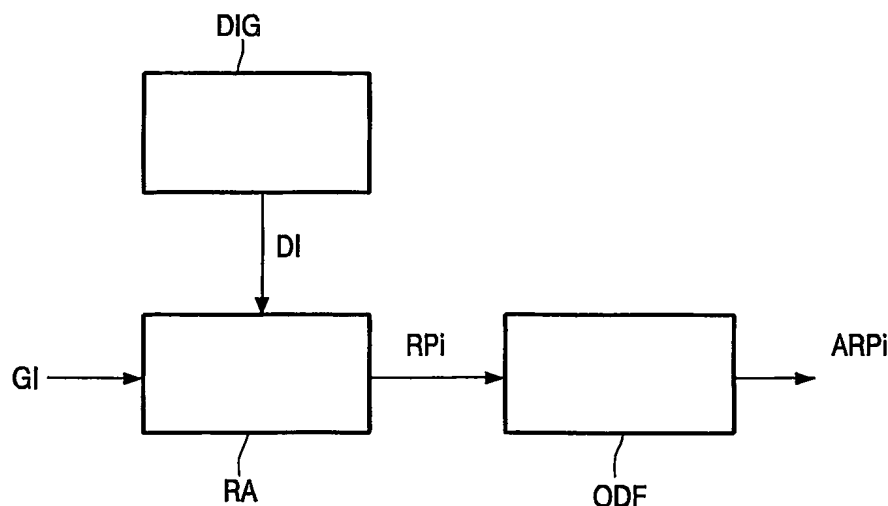
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(54) Title: GENERATION OF MOTION BLUR



(57) Abstract: In a method of generating motion blur in a 3D-graphics system, geometrical information (GI) defining a shape of a graphics primitive (GP) is received (RSS; RTS) from a 3D-application. A displacement vector (SDV; TDV) defining a direction of motion of the graphics primitive (GP) is also received from the 3D-application or is determined from the geometrical information. The graphics primitive (GP) is sampled (RSS; RTS) in the direction indicated by the displacement vector to obtain input samples (RPi), and an one dimensional spatial filtering (ODF) is performed on the input samples (RPi) to obtain temporal prefiltering.



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